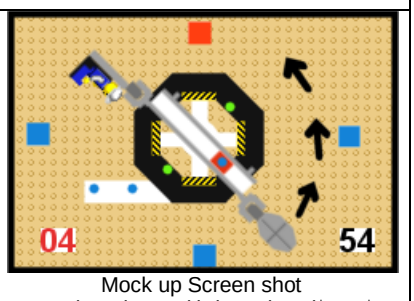
Stuff Taken out of Lego Island III

<table>
<tr><td>Title:</td><td colspan="3">Centrifuge</td></tr>
<tr><td>Players:</td><td colspan="3">1</td></tr>
<tr><td>Controls:</td><td>No Use No Use No Use
No Use No Use
No Use No Use No Use</td><td>No Use
 Hit Block</td><td>No Use

No Use</td></tr>
<tr><td>Engine:</td><td colspan="3">Single Screen</td></tr>
<tr><td>Game Type:</td><td colspan="3">Reaction, highest points, 60 Seconds</td></tr>
<tr><td>Story:</td><td colspan="3">The nasty Brickster bots have locked Pepper in the centrifuge. The main control has been destroyed and Peppers only chance of escape is to hit the over ride switches. To make things more difficult the override switches aren’t working properly, in hope to get them to work Pepper must press them as many times as he can within 60 seconds.</td></tr>
<tr><td>Gameplay:</td><td colspan="3">Aim
Pepper has to hit the four coloured blocks as he passes them (Shown in screen shot as three blue and one red). Pepper earns one point each time a block is successfully hit.

Centrifuge
As the game starts the centrifuge slowly moves round in a circular motion, making the blocks easy to hit.
From the start the centrifuge start to accelerate, starting slowly over the 60 seconds it gains speed until the unit turns into a blur. The player needs to produce a steady rhythm, which accelerates with centrifuge up
to a fast button tapping near the end of the game.

 
Mock up Screen shot
Arrows have been added to show direction

Coloured blocks
The four blocks are located at the top, bottom, left and right of the screen. To activate a block Peppers body must be aligned up next to it and the button must be pressed. Once a Block is hit it will flash red to let the player know it has been hit.

Winning
Player needs to score at least X amount to win.</td></tr>
<tr><td>High Score:</td><td colspan="3">Highest number of points scored</td></tr>
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